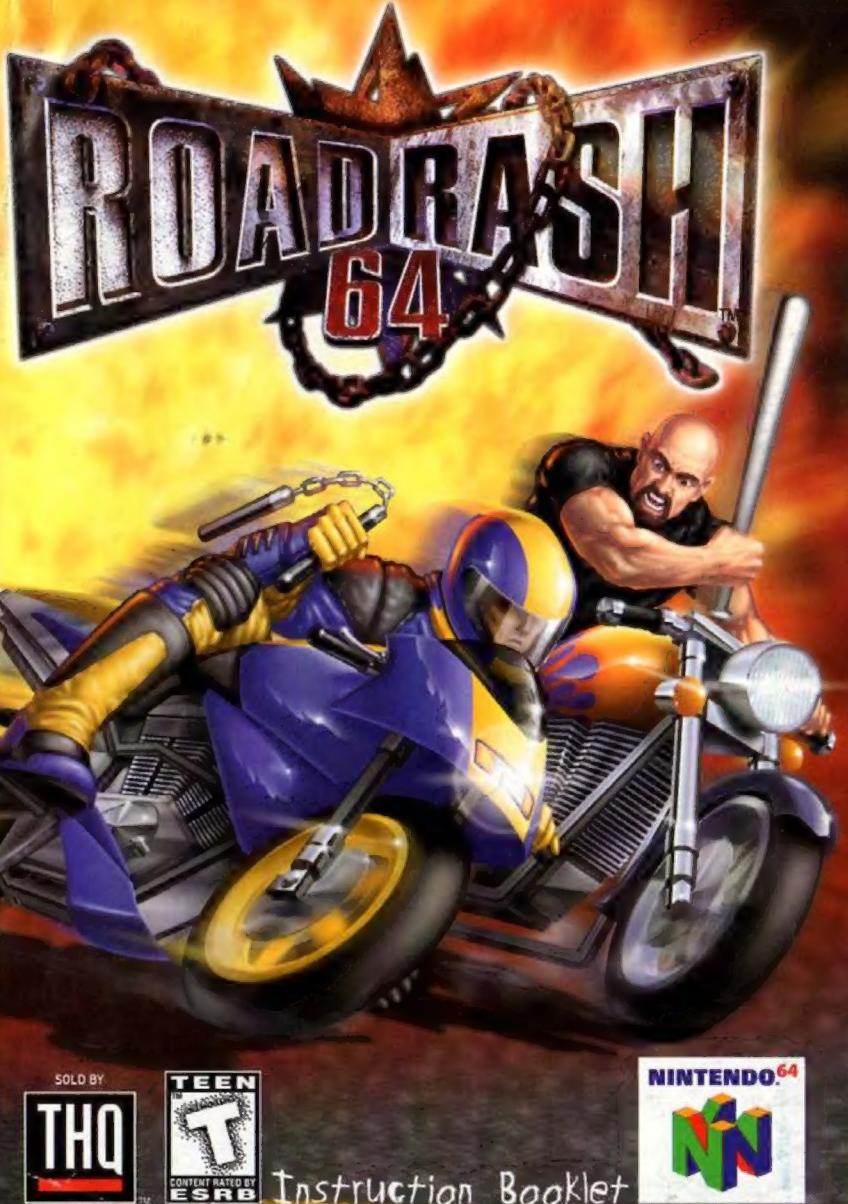


EmuMovies

THQ INC.
5016 N. PARKWAY CALABASAS
SUITE 100
CALABASAS, CA 91302

PRINTED IN U.S.A.



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



TEEN
CONTENT RATED BY
ESRB

TEEN (13+)
ANIMATED VIOLENCE

LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996, 1999 NINTENDO OF AMERICA INC.

The title screen for the video game Road Rash 64. It features the game's name in large, metallic letters with a glowing effect, set against a dark background with a fiery, molten ground texture. Below the title, the word "Contents" is displayed in a stylized font.

Getting Started	2
Legal Disclaimer	3
Road Rash	4
Control Configuration	5
Game Modes	6
Thrash	7
Multiplayer	8
Big Game	10
Options	11
The Instrument Panel (HUD)	12
Weapons/Power-Ups	13
The Clubs	14
The Bikes	15
Hints and Tricks	16
Notes	17
Road Rash Music	18
Credits	22

Getting Started

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

Getting Started



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the ROAD RASH™64 Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin ROAD RASH 64.

2 Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.

Legal Disclaimer

We are confident you will find Road Rash™ 64 as entertaining as we do. Please do try to remember this video game is meant for entertainment purposes only. It's fun because it's not real and no one gets hurt. Do not try to imitate any of the actions depicted in the game in real life. They are illegal and extremely dangerous. If you do ride a motorcycle, please be sure to always wear a helmet.



Road Rash

If you don't know what Road Rash is all about, then obviously you've been living in an isolation tank these past five years. Road Rash is the insane motorcycle racing/combat game where you get to take out your frustrations on other riders while driving in excess of one hundred miles per hour. Choose from a ton of weapons and wreak havoc on your opponents as you sail through environments ranging from pastoral country roads to busy highways.

The object is to win the race, but being fast isn't necessarily the way to do it. You're gonna need to bash the crap out of your opponents while avoiding a seriously painful case of Road Rash yourself. Don't think it's gonna be easy, either. Whether you're an indie, a Thrasher or a Rumbler, somebody's always out to get you, and the cops aren't too pleased with your lack of respect for their rules either. Oh yeah, watch out for pedestrians and oncoming traffic. Too much road kill really starts to stink after awhile.

Control Configuration



L Button: Weapon Taunt/Show-off

R Button: Brake

Z Button: Accelerate

Control Pad: Menu Select

Control Stick: Steer/Menu Select

A Button: Wheelie

(used to hop over vehicles
and other obstacles)

B Button: Brake

C Buttons:

C Button Up: Select Next Available
Weapon

C Button Left: Kick

C Button Right (Tap): Punch

C Button Right (Hold): Attack Selected
Weapon Forward

C Button Down (Tap): Elbow

C Button Down (Hold): Attack Selected
Weapon Backward

C Button Down + Right: Spoke Jam

Game Modes



Select from Thrash, Multiplayer, Big Game, or Options. You can exit this screen by pressing the B Button.

(Note: In all menu screens, use the Control Stick to highlight available options, and the A Button to accept. Use the B Button to return to the previous screen.)

Thrash

The Thrash option allows you to dive immediately into the mayhem by racing single races. It's a great option if you want to hone your racing and combat skills against the computer or you're just looking for a quick skull to crush.

At the Thrash menu screen, you can select which race you'd like to try within that level. You must beat all races within a level to progress. We suggest you start from the beginning.

(Note: If you complete a level within Big Game mode, you'll be given a code to unlock that level within Thrash mode.)

You can also further determine the difficulty of each race by going to the Options menu on the thrash screen. Here you can select the number and ability of the other racers, as well as the number of cops, on-coming traffic and pedestrians.

Multplayer



Multiplayer allows you to play against one, two or three human opponents in a variety of different game types.

Choose what game type you wish to try as well as the number of players competing. You can exit this screen by pressing the B Button. Next, choose a level and race, followed by bike type and rider skin.



THRASH

Multiplayer Thrash is just like the single player Thrash mode, but allows up to four human players to compete against one another in a single race.

1, 3, AND 7 LAPS

Pits 1 to 4 players against each other in special arena tracks for multiplayer mayhem! Watch for weapon and power-up pick-ups.

DEATHMATCH

Ah, yes. The beloved deathmatch. First player to seven points wins. Complete a lap for a point. Crash other players to take away one of their points. Now we're Rashin'!

TAG

First player to three points wins. Crash "It" for one point. If you are "It", crashing someone else makes them "It".

PED HUNT

The object here is to run-over, clothesline and otherwise crush as many pedestrians as possible. The computer places innocent and unsuspecting pedestrians along the track. Smack 'em! The rider with the highest number of hits at the end of the race wins. Of course, just because you're targeting pedestrians doesn't mean you can't whack your fellow riders as well.

The Big Game

This is the mother of all races. This is where you truly get a chance to prove yourself. This is what true Rashers live and die for. The Big Game uses all 300 square kilometers of available racing terrain in a cumulative racing contest. The object is to finish each and every race in the top three positions. Fail to make it in the top three, and you need to try the race again. Beat every race, and you become the undisputed Road Rash champion.

NEW GAME

Choose New Game if you are fresh meat and have not yet made any progress. You will need a Controller Pak in order to save your progress in the Big Game. After choosing New Game, you'll need to give your rider a name. Use the Control Stick to select up to eleven characters for your name. When finished, select DONE or press START to begin racing.

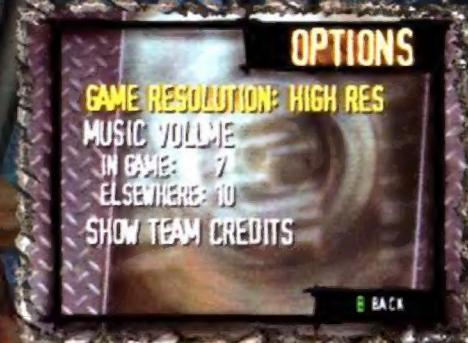
SAVE GAME

You will need to save your progress in the Big Game with a Controller Pak. You will be given the chance to do so at the end of each race.

LOAD GAME

Choose Load Game if you have already started a Big Game and wish to begin where you left off.

Options



Use this screen to configure the game's resolution/display mode, adjust the music volume, view the team credits or view/select control configurations. If you've got a memory Expansion Pak, be sure to check out the different resolution/display modes Road Rash 64 has to offer. Everybody likes to see things their own way.

The Instrument Panel (HUD)



Health Meter: The top bar indicates how much health you have left before eating it. (Your health will regenerate automatically over time if given the chance). The bottom bar indicates how much damage your bike has withstood. When this bar is gone, your bike is wrecked and you must start the race over. Bummer.

Weapons / Power-Ups

You begin the Big Game and Thrash modes with only your fists, your feet and one weapon. To add to your arsenal, you'll need to progress through the levels, steal weapons from your opponents with a well-timed fist attack, or find pick-ups en route.



Each weapon has its own strengths and weaknesses. Experiment with them all to discover what works best in certain situations.

A special attack that will KO opponents instantly is the deadly spoke jam. Line yourself up, stick your weapon in that sucker's spokes and watch him or her fly like a birdie. Keep in mind, however, you're gonna lose the weapon in the process!

The Clubs

The Road Rash world is comprised of two rival clubs and a gaggle of rebellious indies. Winning and performing by Road Rash standards may result in invitations from clubs. Do what you want, but do not take memberships lightly. Club members protect their own, and don't mind ganging up on indies and rival clubs.

THE THRASHERS

Known for their speed, colorful outfits and preferences for sport bikes, The Thrashers are an elite club that will strike like lighting when given the chance.

THE RUMBLERS

The Rumblers are a heavy-hitting, leather-wearing bunch who prefer cruiser bikes to sports. They are an extremely loyal and tough club known for attacking in groups.

The Bikes

There are two basic types of bikes in this game: Cruisers and Sports. At the beginning of the game, you have the option to purchase a model of either type. As the game progresses, you can upgrade to faster models. Note that certain clubs ride only certain types of bikes.

Selecting a bike in Road Rash can mean the difference between first prize and a quick lead pipe to the head. Get to know each type and determine which suits your style. After all, image is everything when it comes to clubs and motorcycle mayhem!

CRUISERS

Cruisers are modified dragsters that handle true and steady in the straight-aways and enjoy fast acceleration, but require much more finesse and control in the twists.

SPORTS

Sport bikes are known for their ability to take tight turns. Although more fragile and less stable than cruisers, sport bikes can certainly hold their own. Oh yeah, they look good too.

Hints and Tricks

- To negotiate those tight turns, decelerate and/or brake before the turn, then accelerate right through it.
- Make sure you do a little exploring. Many of the courses harbor hidden short cuts and power-ups for those who venture off the beaten path.
- When there's no time to get out of the way of that on-coming traffic, pop a quick wheelie for some sick air.
- If you get in a tailspin during your big airs, don't fret. Try to adjust yourself with the control stick so that you land straight and rubber side down.
- Sometimes the best weapon for crashing rivals is your bike. Try ramming opponents' back tires to send them flying.
- The pool cue has great reach and is ideal for spoke jams.
- The sledgehammer provides a delightfully powerful backhand attack.
- If your health gets low, avoid confrontation and allow yourself to heal before heading into the pack.

Notes

Road Rash Music

CIV

"It's Not Your Fault"

"Living Life"

Written and Performed by CIV

© 1998 Sunday Matinee Music (ASCAP).

All Rights Reserved.

Produced by Steve Thompson

(P) 1998 Atlantic Recording Corporation for the United States and WEA

International Inc. for the world outside of the United States

CIV appear courtesy of Atlantic Recording Corporation/Lava Records

CIV are:

Anthony Civorelli—vocals

Charlie Garriga—guitar

Arthur Smiliros—bass

Sammy Siegler—drums

Contact CIV:

c/o McGhee Entertainment

130 W. 57th St. Suite 4A

New York, NY 10019

FULL ON THE MOUTH

"Another"

Written and Performed by Full On The Mouth

© 1998 Whigville Music Publishing (ASCAP).

All Rights Reserved.

Produced by Blumpy

Co-Produced by Grant Mohrman

Additional production and remix on "People Mover" by Omar Santana

(P) 1998 Pioneer Music Group. Manufactured and Distributed by Atlantic Recording Corporation

Full On The Mouth appear courtesy of Pioneer Music Group

Full On The Mouth are:

Dwight Mohrman—vocals

Grant Mohrman—guitars, vocals

Andrew Barancik—bass, vocals

Contact Full On The Mouth:

P.O. Box 1150

Flint, MI 48501

FOM@aol.com

www.fullonthemouth.com

pmg@pioneermusic.com

THE MERMEN

THE MERMEN

"Sponge Cookie"

"Miki's Lush Beehive"

Written by James Matthew Thomas

© 1997 Kelptone Publishing (ASCAP). All Rights Reserved.

Performed by THE MERMEN

(P) 1998 Mesa/Bluemoon Recordings, Inc./Atlantic Recording Corporation for the United States and WEA International Inc. for the world outside of the United States

THE MERMEN appear courtesy of Atlantic Recording Corporation/Mesa/Bluemoon Recordings, Inc.

The Mermen are:

Jim Thomas—Guitar

Allen Whitman—Bass

Martyn Jones—Drums

Contact THE MERMEN:

c/o Industrial Management

Chris Coyle/Tom Makris

3450 Third St. Bldg. 2A Suite #300

San Francisco, CA 94124

Phone (415) 285-7744 / Fax (415) 285-2374

Industmn@sirius.com

<http://www.industrialmanagement.com>

SUGAR RAY

"Mean Machine"

Written by M. McGrath, C. Frazier, M. Karges, R. Sheppard, M. Nichol, Charley Ryan and W.S. Stevenson

© 1995 Warner-Tamerlane Publishing Corp. (BMI)/Acuff-Rose Music, Inc. (BMI)

International Rights Secured. All Rights Reserved.

Performed by Sugar Ray

Produced by McG

(P) 1995 Atlantic Recording Corporation for the United States and WEA International Inc. for the world outside of the United States

"The Club (remix)"

Written and Performed by Sugar Ray

© 1998 Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved.

Produced by McG

(P) 1998 Atlantic Recording Corporation for the United States and WEA International Inc. for the world outside of the United States

Sugar Ray appear courtesy of Atlantic Recording Corporation/Lava Records

Sugar Ray are:

Mark McGrath—vocals

Rodney Sheppard—guitar

Stan Frazier—drums

Murphy Karges—bass

Craig "DJ Homicide" Bullock—DJ

Contact Sugar Ray:

c/o Track Artist Management

530 5th Ave.

New York, NY 10036

www.SUGAR-RAY.com

Any unauthorized copying, reproduction, rental or broadcast of any of the information contained on this program is a violation of applicable laws and subject to criminal prosecution.

Credits

THE ROAD RASH 64 TEAM

PRODUCER

GABRIEL JONES

ASSOCIATE PRODUCER

ANDREW BROWN

LEAD TESTER

ERIC VAN ROOY

PRODUCT MANAGER

MIKE MURRAY

ASSOCIATE PRODUCT MANAGER

GREG DONOVAN

PROJECT LEAD

CORY ONDREJKA

LEAD ARTIST

DANE SHEARS

PROGRAMMERS

LEIF TERRY

JOHN GRIGSBY

ARTISTS

BEN RIDGWAY

CHRIS ADAMS

BRIAN WALKER

GAME DESIGNER

RICHARD MCGOVERN

AUDIO

STEVE KIRK

Notes

Notes

THQ INC. warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the Game Pak, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with \$35.00 freight prepaid to THQ Inc. THQ Inc. will, at its option subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$35.00 payment refunded.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 225-5167

Road Rash © 1998, 1999 Electronic Arts. Road Rash is a trademark or registered trademark of Electronic Arts. All rights reserved. Road Rash 64 is published and distributed by THQ Inc. under exclusive license by Electronic Arts.

Any unauthorized copying, reproduction, rental or broadcast of any of the information contained on this program is a violation of applicable laws and subject to criminal prosecution.

REGISTER ONLINE AT
www.thq.com/registration